Storyteller: Jorune

When converting Jorune to the Storyteller system, the reader is assumed to already possess a copy of Jorune, and the core rules of a Storyteller game; the Trinity and Exalted core books are especially recommended. Trinity Tech works well for most Earth-tec, simply remove all the bioapps and cut all reference to Tolerance limits to any other biotech you want to keep. Trinity weapons will work well for most Jorune weapons, and Exalted weapons and crystals are very easily made into Shanthas artifacts.

Basic Character Generation

All Attributes start at 1 point.
The Primary attribute category gets 7 points, the Secondary 5 and the tertiary 3.

Place 23 points in Abilities. None may be over three 3, though they may be increased later with freebie points.

Initial Willpower = 5

Choose 7 points of backgrounds.

Permanent Isho is computed as: (Stamina + Wits + Color)/2 round up

Muadra, Boccord, and Thriddle all have Isho points = 2x their Isho score, all other species with Isho have Isho points = to their Isho score. Shanthas have effectively unlimited Isho.

All Characters receive 20 Freebie Points, which can be used for the following:

Trait	Point Cost
Attributes	5
Abilities	2
Dyshas	2
Isho Points	5
Willpower	2
Background	1
Initiative	1

Backgrounds

Devices give the PC Shanthic or Earth Tech

Status 1 = Tauther
Status 3 = Drenn
Status 5 = Kesht

Being a full Drenn also requires an Influence of 1
Being a Kesht also requires and Influence of 3

Iscin and various militaries have similar ranking systems, but without the necessary Influence requirements. Resources, Mentor, Influence, Contacts, Allies, and Followers are all unchanged.

Experience Point Costs

Trait	Point Cost
Attributes	Current Rating x 6
Abilities	Current Rating x 4
Dyshas	Current Rating x 5
Isho Points	Current Rating x 6
Willpower	Current Rating x 3
Background	Current Rating x 3
Initiative	Current Rating

Changes from Storyteller to Storyteller: Jorune

The Firearms skill is renamed Missile Weapon, Academics to Classical Iscin Lore, and Science to Field Iscin Science. The following skills receive new Specialties:

Engineering: Earth-tec, Bio-tec, Lamori-tec, Shanthic-tec.

Field Iscin Science: Isho Weather, Biology, Geology, Physics, Astronomy, Geography.

Classical Iscin Lore: Mathematics, Literature, Philosophy, History.

Medicine: First Aid, General Medicine, Limilate Preparation

Intrusion: Set Traps, Pick Locks, pick Earth-tec locks

Survival: Tracking, Limilate Finding, Predict Weather, Foraging

Etiquette: One for each species

Missile Weapon: Blaster, Laser, Stunner, Bow, Crossbow, Boc Rod

Drive: Wagon, Chariot, Bicycle

Pilot: Boat, Earth-tec Vehicle, Crystal Schooner

Linguistics: Bits of Language (Int + Linguistics to see if you can catch any bits of an unknown language, however, each time Bits is used, it is important to note the number of successes --

Fumble: You drastically misunderstand what they said.
0-1 Success You have no idea what they have said, though simple emotions understood.
2-3 Successes: Vague idea, very simple concepts ("me friend, me hungry")
4+ Successes: Can converse on basic ideas.

New Skills

Dexterity Attribute

Craft: You know one or more of a large variety of crafts. Specialties: crystal cutting, cooking, carpentry, boat building

Ride: You have the ability to ride both in difficult condition and in combat. If you ride in combat then your melee or missile weapon skill cannot exceed your ride skill. Specialties: Thombo, Horse, Talmaron...

Wits Attribute

Merchant: You have the ability to trade and to run a business Specialties: Bargain, Evaluate Merchandise, Hide Faults in Merchandise

Charisma Attribute

Animal Handling: You can care for and train a wide variety of animals. Specialties: Pibber, Tarro, Horse, Thombo...

Attributes Changes

Combine Manipulation and Charisma into the Charisma attribute. Command, Interrogation, Subterfuge, Etiquette, Perform, and Savvy are all governed by this ability. Add in a new Social Attribute: Color. Thus, there are now three Social Attributes: Appearance, Charisma, and Color.

Color represents the character's aptitude with Isho. A high color allows a character to use Shanthic technology with greater ease. This Attribute is most important for Boccord and Muadra characters. The new attribute has the following values:

1 Cannot use Shanthic Technology, no feel for Isho
2 Average Isho Sensitivity
3 You can tell when an Isho storm is coming
4 You notice massive Isho use nearby
5 As sensitive as Caji Gends

Color Abilities

Interference (useable by anyone with a color score).

Unweaving (Muadra and Shanthas only).

Caji Entropy (Isho users only): Gain 1 Isho Point/Success, take 1B damage is Isho exceeds Permanent Isho Points (Note: The Meditation Ability does not help Isho Users regain Isho).

Tra Sense (Isho users only). Specialties: Sense Terrain, Estimate Isho, Stabilize Warp).

Signature Sensitivity: (Isho sensitives only). Specialties: Identify Signature, Create False Signature, Mask Signature.

Muadra, Woffen, Crugar, Shanthas, Thivin, and Thriddle are all Isho Users.
Boccord, Salu, Accubon, Bronth, and Shanthas are all Isho Sensitives
Ramians, Coriastin, Croid, Clesh, and Scaramis all have color scores of 0 and cannot use Color Abilities.

Isho Score

Only individuals who have a Color score have an Isho score. Isho is computed as: (Stamina + Wits + Color)/2 round up. Muadra, Boccord, and Thriddle all have Isho points = 2x their Isho score, all other species with Isho have Isho points = to their Isho score. Shanthas have effectively unlimited Isho.

Recovering Isho -- You may roll a number of dice each hour equal to the number of Isho points your character is currently down (round up). Each success rolled is a point regained (up to your character's Isho Score).

Dyshas

Just like Attributes and Abilities, Dyshas go 1-5. When more than one Dyshas is listed at a given level, then each may be purchased at the listed cost, or if you want to make dysha users more powerful then simply given them all dyshas at a given level when they purchase that level.

In this system Isho score is being used just like the Psi Score in Trinity, it is used for all Dysha rolls. Similarly, Each Dysha color like Desti or Launtra is similar to Trinity's individual Aptitude Modes like Mindshare or Adaptation.

Desti:
1) Stiff, cost: 1 duration: 1 round 1B/Success
2) Lightning Bolt, cost: 1, damage: 1L/Success
3) Frost Bolt, cost: 2, damage: 1L + 1L/Success
4) Lightning Strike, cost: 5, damage: 2L/Success + throw victim 1 yard/2 successes (round down)
5) Penetration Bolt, cost: 7, damage: 1L/Success, ignores all armor

Du:
1) Orb of Light, cost: 0, duration: 10 minutes/Permanent Isho Point
2) Flingers, cost: 2, damage: each orb does 1L/2 Successes (round down) 5 orbs
3) Quantum, cost: 1, damage: 1L/Success
4) Cast Energy, cost: 2, damage: 1L + 1L/Success
5) Crater, cost: 4, damage: 2L + 1L/success, 1L/success to everyone within 2 meters

Ebba:
1) Push, cost: 0
Tumble, cost: 1, duration: 1 round
2) Levitate, cost: 2, duration: 1 round/Permanent Isho Point
Power Orb, cost: 1, damage: 2B+1B/success
3) Ping, cost: 1
Power Hold, cost: 1, duration: 3 rounds+1 round/Permanent Isho Point
Programmed Force, cost 2
4) Suspension Orb, cost: 3 1 round/Permanent Isho Point
5) Spinner, cost: 5 1 round/Permanent Isho Point
Constrictor, cost: 8 2L/success

Gobey:
1) Shield, cost: 1, duration: 1 round
2) Bubble, cost: 2, duration: 1 day/Permanent Isho Point
3) Body Shield, cost: 4 3 rounds + 1 round/Permanent Isho Point
4) Wall, cost: 6, duration: 1 week/Permanent Isho Point
Shield Shatter, cost: 3, duration: 1 round/Permanent Isho Point
5) Cage, cost: 5, duration: 1 hour/Permanent Isho Point
Shield Implosion, cost: 7 duration: 1 round/Permanent Isho Point

Launtra:
1) Fire Touch, cost: 1, duration: 1 round damage: Brawl or Martial Arts damage becomes: 3L + 1/Brawl or Martial Arts success
2) Night Eyes, cost: 0, duration: 1 round/Permanent Isho Point
Bell, cost: 1
Weather Shield, cost: 0 duration: 30 minutes/Permanent Isho Point
3) Healer, cost: 2 Heal 2 B or 1 L/Success
Walk on Water, cost 1, duration: 10 minutes/Permanent Isho Point
4) Spider Grip, cost: 2, duration: 1 minute/Permanent Isho Point
Faint Touch, cost: 1pt/point of target's Permanent Isho, Make a resisted test of successes vs. the target's Stamina. If you win the target is unconscious for 1 minute/success
5) Spectral Stun, cost: damage: 1B/success targets are confused for 1 round/success

Shal:
1) Faint, cost: 2, Make a resisted test of successes vs. the target's Stamina. If you win the target is unconscious for 1 minute/success.
Calm Animal, cost: 1
2) Blinding, cost: 1, duration: 1 round/Permanent Isho Point
Message Orb, cost: 1
3) Scramble, cost: 5, duration: 1 round/Permanent Isho Point
Brain Blast, cost: 1
4) Body Freeze, cost: 2, duration: 1 round/Permanent Isho Point
5) Drain, cost: 5
Craze, cost: 2, duration: 1 round/Permanent Isho Point, damage: 1B/success.

Tra:
1) Deflector, cost: 1/2 points of orb or bolt
2) Inner Ear, cost: 1 duration: 1 round/Permanent Isho Point
3) Inner Eye, cost: 2 duration: 1 round/Permanent Isho Point
4) Reflect, cost: 5
5) Create Warp, cost: 12 duration: 1 round/Permanent Isho Point

New Dyshas Descriptions

Launtra:

Weather Shield: 1 Isho, Level 2, 20 minutes/Permanent Isho Point.
This dysha consists of running Isho over your body to protect you and your clothing from the elements. This dysha protects users and their gear from rain, snow, and extremes of temperature. Temperatures between 0 and 40 C do not effect the user at all (they feel like a mild 20 C day) which temperatures which are warmer or colder than this feel correspondingly milder.

Walk on Water 1 Isho, Level 3, 10 minutes/Permanent Isho Point.
This dysha consists of running Isho over and around your feet so as to spread out you weight and support you. While using this dysha you can walk safely on water or quicksand. In addition you will leave no tracks on snow, and your traction of ice will be increased.

Shal:

Message Orb 1 Isho, Range 20, Level 2
This orb allows you to craft full sensory message which will be delivered to the target of the orb. This message can be up to 1 minute long. However, since it is delivered directly into the brain of the target it takes only 1 round to assimilate. Memories can be sent with this orb, but it is just as easy to send lies. It may be useful to weave this dysha as an invisible orb, since if someone does not know you are sending them a message all they will see is a Shal orb aimed for their head.

Tra:

Read Isho Traces: 2 Isho, Level 4
This is a dysha which resembles a naull orb. The user weaves this orb and then touches it (while still holding it) to the target. Once the orb is in contact with the target the user can sense the Isho pattern of anyone who has touched the target in the last 24 hours. Treat this knowledge like using Tra sense. Each bundle doubles the duration which can be read. Also, if an object has remained untouched for a significant period of time (such as earth-tec in a cryo vault) this dysha can sometimes read information about the last individual to handle this object.

Ebba:

Programmed Force: 2 Isho, Range 10, Level 3
This orb works exactly like the Push dysha, except that the direction and level of force of the push is determined by the user. You could throw this orb at a bottle and cause it to scoot sideways (or any other direction) along a counter. You could also program the orb to make the bottle go 3 feet straight up and then fall. You could even program the orb so that it would bring the bottle back to your hand. The only limit on the dysha is that it can only move a single target in a single manner. Also, the orb does not perform lasting effects like the suspensor dysha, the dysha falls once it has moved its target.

Species Modifications

Muadra: have no Injured Health Level, and their maximum Strength = 4 dots.

Boccord gain an extra Injured Health Level and use the optional Lethal Soak rules on page 240 of the Trinity Rulebook. They also gain +1 dot to Strength (maximum of 6) and can learn all Signature Skills

Crugar: +1 die to smell and hearing related Perception rolls, and +1 die to all Athletics rolls, and can learn Desti Dyshas

Woffen: +1 die to smell and hearing related Perception rolls and can learn Ebba Dyshas

Bronth gain an Extra Injured, and an extra Maimed Health Level and use the optional Lethal Soak rules on page 240 of the Trinity Rulebook. They also gain +2 dots to Strength (maximum of 6), while being able to learn all Signature Skills.

Thivin have no Injured Health Level, and their maximum Strength = 3 dots. However, they can heal twice as fast as everyone else, and can also learn Launtra Dyshas.

Salu can learn all signature skills

Statistical Comparisons

Jorune	Storyteller
1	*
2	1
3-4	1
5-6	2
7-8	2
9-11	3
12-13	3
14-15	4
16-17	4
18	5
19	5
20	6
21	7
22	8

These stat comparisons take into account that humans, and other species on Jorune in exist in a much more hostile and complex environment than normal humans on Earth, leading to slightly higher values. Still, it is important to remember that even these stats are best used for NPC conversions as player characters are by definition, above the norm…